Zeppelin

Giants of the sky

IKARION Software

ZEPPELIN - Giants of the sky

MICRORPOSE LTD
THE RIDGE,
CHIPPING SODBURY
BRISTOL BS17 6AY
Tel: 0454 329 510
Fax: 0454 329 507

MICRO PROSE™

SIMULLATION - SOFTWARE

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Concept and Programming:
Sven Vogelgesang

Programming:
Roman Mathar

Graphics:
Martin Selzer

Graphic Design:
Sven Vogelgesang, Lars Vogelgesang

Music:
The Maximum of Sound (Matthias Steinwachs)

Sound Effects:
Sven Vogelgesang

Documentation:
Norbert Beckers

Beta Testing:
Annette Schultze, Dietmar Lehmann, Marc Oberhäuser,
Frank Kuypers, Lars Vogelgesang, Wolfgang Merkens

Packaging Design:
UNAS Aachen

Translation:
Jim Murdoch

Project Management:
Norbert Beckers

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Copy Protection

This program is not copy-protected, so you are free to make a backup-copy for your own use and peace of mind. In making this choice, we have saved you the task of using a messy handbook copy protection system. We at Ikarion are firm believers in the fact that quality speaks for itself and that good software is its own best protection.
However, pirate copying is a problem which significantly affects us as publishers. The development of high quality software is a time consuming and therefore expensive business. In order for us to remain in business we do need our customers to play the game in more than one sense!
Please don't use pirate software. A game that's worth playing is, lets face it, also worth buying.
We wish you lots of fun with **Zeppelin - Giants of the Sky** and of course with our future titles.
Your Ikarion Crew

INSTALLING THE PROGRAM

PC
Insert disk number1 into your floppy drive. At the **A:** or **B:** prompt, (or whichever other floppy drive designation you may have) type **INSTALL** and then press the Enter key and follow the on-screen instructions. The game will now automatically install to its own newly created directory, called Zeppelin. You may of course install to your own differently named directory.

At the end of the installation you will be asked to check your sound card configuration.
These should be as follows: port address - 220, Interrupt level 5 or 7, DMA channel usually 1. These values are stored in a specific file. Should you wish to change any of these at a later date, look in **SNDSETUP** in the game directory.

AMIGA (Hard Disk)
Boot your computer as normal and insert the first Zeppelin disk into drive DF0: Click on the Zeppelin disk icon. Another icon bearing HD-INSTALL will appear. Double click on this icon and follow the instructions on the screen.

1. STARTING THE GAME

PC
In order to start, change to the newly created directory.

EXAMPLE: CD ZEPPELIN ENTER
C: \ZEPPELIN

The program starts up from the Zeppelin.exe file. Simply type **ZEPPELIN** and hit the **ENTER** key and the game will load up. To skip the titles sequence and to speed up the start of the game, hit any key.

AMIGA
After installation, double click on the Zeppelin icon in Workbench. If you're running from floppy, insert disk 1 into drive DFO: then turn on your computer. The program then loads automatically. You can speed up the game start by hitting any key.

At the start of the game you have a choice from the following selections:

1.1 Number of Players

Click on the appropriate box to select either one or two players

1.2 New Game

Click on this box to start a completely new game

1.3 Load Game

This option allows you to load previously stored games. Select the game from those displayed. You may now continue from the time when you last played this game, all information will be as when last stored, including number of players.

1.4 Player Selection

Here you are given the option of scrolling through the character's pictures. Use the arrow buttons to find your prefered "Alter Ego" and confirm with the <OK> button.

1.5 Entering Player Names

After you have made your character selection you can then name him via normal keyboard operation. Your character's name is confirmed by hitting the ENTER key.

1.6 The New Zeppelin

At the start of the game each player takes ownership of one Zeppelin. Of course this vessel must be named, which you carry out with the same procedure as naming your character. Confirm with the ENTER key. Following this click on the <Yes> button to put the Zeppelin into service. <No> will leave the Zeppelin in your depot and unable to be used.

2. THE OBJECT OF THE GAME

ZEPPELIN - Giants of the Sky is a historical business simulation following the age of the airship from the early pioneer days to its tragic end. The game begins in January 1901 and finishes with the destruction of the great airship hangars at Frankfurt Airport in 1940. The official end of Germany's romance with the airship. The player's goal is to play as great a role as possible within the era of the Zeppelin. To embrace both development and commercial activity and hopefully to earn the honour of being awarded "Airship Pioneer 1st Class" on reaching the year 1940. The game involves you in attempting to lead an airship company successfully through good and bad times. You must contend with much criticism, but it is your mission to preach the airship gospel to the sceptics. On this sometimes rocky path, you will encounter war, natural catastrophes, economic crises, medals and honours, technical break-throughs, romance and much more. You have to try to develop your airship technology through to the Z-8 type, a craft with quite phenomenal capabilities and reach 1940 with your own Zeppelin empire. Of course, play is possible beyond 1940, but then without the historical component of the game.

3. THE GAME

3.1 Game Controls

All commands throughout the game are carried out via the left mouse button. To cancel a command, or to return to a previous screen press the right mouse button.

3.2 The Main Screen

Pressing the ESC key from the Main Screen will return the player to the menu which displays the various game options.

3.3 Game Options

Sound On/Off
Switching "History off" will stop any historical announcements through the game and also cancel the display of the newspaper screens.

Load Game
Previously stored games (name*. GAM) can be loaded and continued from the Fileselect Box.

Save Game
This saves a game complete with all current statistics and at the saved point in the historical game time (e.g. July 1914). The player can then continue the game where he left off at the last play session.

End Game
Selecting "End Game" returns the player to the computer's operating system.

3.4 Operation Overview

The main game screen is basically divided into three separate windows. The largest window displays the world map, buttons for each major city and a telegram ticker tape which displays historical and actual game developments and news from around the world. Clicking on the city symbols brings up the name of the city. Clicking on the city buttons on the edge of the map brings up the current prices for hydrogen, helium and fuel in the selected city.

The window at the top right of the main screen gives current information on the selected airship e.g. Crew, Passengers, Max. Speed etc. Up to three airships can be independently operated by the owner himself, these are selected via the buttons at the top of this window. Should you possess fewer than three airships, the redundant buttons appear hatched.

The window on the left of the main screen contains the calendar, picture and name of the player, present bank balance and an options table of the various functions.
Clicking on the player's picture opens another window which displays personal information about the player: Name, Marital Status and Awards. Clicking the right mouse button closes this window.

Clicking on the different categories in the options table opens up the all important functions which control the play. Finances, Airship Maintenance, Production etc.

4. THE MENUS

4.1 Production

A new screen appears which allows the player to make various changes to his research and production planning.

The left workshop door displays the following:

The number of airships on order (ON ORDER)

The actual time (in days) required for the construction of one airship (BUILD-TIME)

The actual construction time (in days) remaining for the airship in production (REMAINING BUILD-TIME)

The airship production costs, based on an estimate of workers employed (SHIP PRICE)

The market unit-cost for raw materials (RAW MATS. PRICE)

The number of completed airships in the depot (not yet in service)

On the right hand workshop door there is a pie-chart showing development progress to date, together with a picture of the latest prototype airship design.
The following adjustments can be made:

Number of workers employed (WORKERS)

Number of airships under construction
(UNDER CONSTRUCTION)

Raw material stocks owned by the company (COMPANY)

Raw materials (units) available on the open market (MARKET)

On the right hand door: the number of scientists employed on new airship development. (SCIENTISTS)

Adjustments are made by simply clicking on the appropriate symbols. E.g. Clicking on the Company box will purchase one unit of raw materials from the open market. Raw materials are constantly needed to ensure production continues. Clicking on the Depot box will automatically put an available Zeppelin into service. The player will also be requested to name the new airship, after which process the Zeppelin can be put into use.

4.2 Airship

This screen is dedicated to a particular nominated airship. If the player does not have any airships in service, or if the nominated airship is en route between cities, this screen cannot be accessed.

All relevant information about the airship is displayed: present location, current fuel and gas levels, as well as the status of the major components.

Via this screen a depot can be opened (this is possible in every city). Clicking on the Depot box will create a depot in the present location of the airship. This can then be used to store fuel or gas purchased at a favourable local market rate. Of course, depot running costs must also be taken into account. Filling the depot is carried out by clicking on the newly created depot tank. Fuelling and topping up the gas level is carried out simply by clicking on the relevant tank box. Fuel or gas will flow automatically from a full depot. Fuelling is obviously an important aspect of running an airship, fuel levels, especially on longer journeys are important since they directly influence ship safety. It is also important not to mix different gas types, check alignment of the gas tap. The player also has to make the choice between operating a hydrogen or helium filled airship. A clash of interest here between economics and safety. Helium, significantly more expensive but safe. Hydrogen, a lot cheaper, but very inflammable. The choice is yours!

About Airship Status

The status indicator displays the condition of the airship divided into the following categories: Engines, Hull, Cabin. The following conditions are possible:

very good
good
satisfactory
needing repair
badly damaged
life-threatening

It is in the owner's own interest to pay attention to the condition of his airships. Not only can passengers' lives and freight be endangered, but also the ship itself and the reputation of the owner can be at risk.

Advertising

This window contains an illustration of the Zeppelin and information about available advertising contracts from other companies. Clicking on the varying logos of the potential clients will automatically give the conditions of the contract i.e. length of contract in weeks and the weekly income you can derive from the contract.
To accept a contract simply click on <accept>. Advertising contracts offered, vary in frequency, duration and value, offers are heavily dependent on your success and reputation as an airship owner.

Repairs

When your airship is at its home wharf in Berlin, necessary repairs may be carried out in the repair dock. You can control the length of time that a repair may take, by transferring more of your workforce to the repair dock, simply click on the Dock Personnel box. Click back on the Workers box to reverse this action. Cost of the repairs and the duration in weeks is displayed in the boxes below.
Repairs fall into three categories: Hull, Engines and Passenger Cabin.

The actual condition of these components is displayed bottom left on the Status Screen, the condition is also translated into up to six blocks in the Repairs window. To effect repairs to particular components click on the relevant block boxes, coloured new blocks will indicate the amount of repairs to be carried out. Click on the <OK> button to confirm your choice, after having decided on all the separate components for repair. Work will start immediately and your airship will not be back in service until the repairs have been completed.

Scrap
Once in a while you may wish to scrap an airship. This may be on grounds of unacceptably high running costs, poor reliability, low profitability etc. Clicking on the Scrap button will give you the choice of carrying out this action and let you know the scrap value of your airship.

4.3 Fly

Clicking on the Fly button offers you the option of choosing your destination and the ticket price for passengers. The widow takes the form of an advertisement poster. The destination box allows you to scroll alphabetically backwards and forwards through possible city destinations. (You will sometimes not be able to fly to certain destinations, when these have been affected by natural disasters for example.) Once you have decided on your fare price and destination click on the <OK> button. You are then given the option to start the flight. Click on CANCEL if you don't wish to proceed. A click on the right mouse button will also return you to the main screen. Should you choose to start, a window will notify how many passengers have taken up your offer and the Airship Captain will get your flight underway.

4.4 City

Once your airship reaches a destination you may then click on the <City> button which will bring up the appropriate city screen. Along with some background information about the city and the latest (sometimes misleading) rumours, you are able to: register for trade negotiations, maybe pick up a lucrative freight contract, check up on the latest record flights and contemplate your own honours collection (or not). If you're lucky you may be able to enter into some flirtatious activity with Miss Rosanne Brixton. For any of these options just click on the appropriate box.

Rosanne Brixton
If Rosanne happens to be in town when you land, why not look her up? Meetings with Rosanne are interactive affairs where you can engage her in romantic or witty (?) conversation. You will always have three possible responses to Rosanne's Comments, it's up to you how you choose to play things. Select the answer you wish to give by clicking on the text of your choice. Rosanne will respond accordingly. Who knows, could this be the start of a trip down the aisle?

Unfortunately, Rosanne is pretty big on the international scene and she does tend to flit about a bit. You're really going to have to work at it, if you want to make her yours. You also can't afford to hang about, because if you don't get her, some seriously rich, industrialist fat-cat will!

Records
In every city you'll find a display of the names of all the latest record-holders connected with airship travel: Height, Speed and Distance records are all acknowledged.
It is the greatest of all honours for an airship owner to have his name immortalised on this list of the famous.

Honours
This option allows you to contemplate your dress uniform and count how many awards you have been decorated with. The "Black Eagle" is the highest of all the honours and you must be prepared for a long hard struggle to ultimately earn its bestowal.

Freight Contracts
Under this option the player can pick up lucrative freight contracts to ship all manner of goods: ivory, timber, building materials etc. to various locations around the world. If a Zeppelin is already under a freight contract, the details of the contract: destination, tonnage and delivery date are displayed.

Important! These contracts are very enticing, depending on the type of load and distance, huge sums can be earned on successfully carrying them out. However, even larger sums are due in penalties, should a contract not be completed within the required time-span. Such huge penalty payments have been responsible for leading many an airship owner into rack and ruin.

Negotiations Registration
Clicking on this box will automatically put the player's name down for tendering for a Zeppelin supply contract. This option is not always available, however. You will be informed of up and coming contracts on the ticker tape on the main screen. These messages will give you the location of the negotiations and the latest date of registration. It's up to the player to make sure that he visits the given city within the time limit stated. Players with a poor memory may find it a good idea to make a note of this information on a piece of paper.

4.5 FINANCES

The Finances screen gives the player an overview of his own immediate financial situation: bank balance, shares owned and also a view of the last twelve months' financial developments.

Share buying/selling
Clicking on the <buy/sell> bar brings up a window containing boxes which show actual shares owned, clicking on the arrow buttons will increase or decrease your share holding accordingly. All shares will be bought/sold at the current market value. Clicking on the <Ticker tape> bar will bring up the current share prices and stock market trend. Note: shares can only be bought with a positive bank balance.

Own Shares buying/selling
In addition to obtaining loans, a player can also raise funds by selling shares in his own company. Clicking on the <buy/sell own shares> gives a percentage figure of share ownership and allows the player to buy or sell. When selling for the first time a fixed rate is given, thereafter all buying/selling prices will be influenced by the stock market trend and your company's business performance.
Tip: Don't sell all your shares at once, since their value can rise.

Loans
Each player may take out a maximum of two loans of up to £ 3,000,000 each, at different interest rates. Click on the desired loan rate bar to carry out this action. Loan repayments are displayed weekly on the balance sheet.

Balance Sheet
The balance sheet allows the player to view the weekly income and outgoings of his business. Useful for spotting loss-making areas of the business, profitability of scheduled routes etc.

4.6 Scheduled Flights

A further possibility for the player to make money presents itself in the creation and operation of scheduled route network. Offices must be opened in destination cities between which, regular passenger, post and freight traffic can flow. Thus netting a regular income for your company.

Open office
To open an office click on the <open office> button then select your desired city location on the world map. Cities which already have an office are coloured orange.

Close office
Click on the <close office> button followed by clicking on the desired office on the world map.

Open route
Click on the <open route> button, a message will appear: Open scheduled route from… then click on the desired starting city on the world map. After the message Route between (city) and… click on the desired destination city. There must always be an office in both the start and destination cities of a scheduled route. Each office can only administer

a maximum of two scheduled routes i.e. a city can only be flown to, via two scheduled routes. A player must also take into account that the desired route distance is inside the current record distance. Allowance is made for a route being just over the current record.

Switching between routes
In order to check on different routes and to switch between them, simply click on the name of the route beneath the world map. The selected route will be displayed red on the world map, while others remain blue. All information in the boxes displayed, will now relate specifically to the selected route.

Scheduled Flights information screen

Costs
This box displays the last week's costs: income and total profit of the specific route.

Zeppelins
Clicking on the Zeppelins currently in your depot will bring them into service on your highlighted scheduled route. For example if you require more Zeppelins on your Paris-Moscow route, you can take them directly from your depot and put them into service on the route. (Of course, you must have Zeppelins standing by in your depot!) This operation can also be reversed.

Post and Passenger Route
Statistical information about route is displayed: number of Zeppelins operating on the route, percentage of capacity used (50% passengers, 50% post and freight) etc.

Prices
By clicking on the price box it is possible to adjust the prices for passengers, letters and freight on the route.
Management
Upon the establishment of a new scheduled route the management installed is automatically beginner level. Obviously this is the least effective management, but is also the least costly. By clicking on the appropriate box, the management can be upgraded, with a proportional increase in costs. The levels of management are as follows: Beginner, Average, Pro.

Closing down a scheduled Route
In order to close a route the player must click through the actual routes on the box at the bottom of the world map. The nominated route which will be highlighted in red will disappear once the player has clicked on the <Close Route> button. Should there be any Zeppelins assigned to this route, these will now be automatically returned to the player's home depot.

Tip: It is not necessarily a foregone conclusion that lots of airships equals lots of profit, since these will also attract a lot of additional costs. It is important to check that your fixed costs (Management etc.) do not outstrip your airships' profit-generating ability. It can be quite difficult to make money at the beginning of the game, with only the earlier airship types and their lower capacities at your disposal.

5. Playing the Game

5.1 Playing a Round

Each round allows the particular player to carry out actions with each Zeppelin that he currently has in service, through clicking on the Zeppelin buttons at the top left of the main screen. (Scheduled Zeppelins move automatically) It is easy to tell whose turn is in progress since the player's picture and Zeppelin name(s) appear at the top of the main screen. Each turn allows usage of all options from the main screen.
The turn is completed by clicking on the calendar next to the player's picture. A second player may now start his turn. When both players have completed all their moves, the evaluation phase follows.

5.2 Flying

Each airship owner can follow his airships' movements over the entered routes in sequence, one after the other. During this process the airship's actual status and weather conditions are given to the left of the world map. Should an airship encounter a storm, the captain will radio the owner requesting instructions either to risk flying through the storm, return to the journey's starting point, or fly around the storm. This last option will cost the owner at least one day's time on the flight - a serious consideration when delivery dates for freight have to be met. Storms do present definite dangers to a player's airship, crashes can often occur which are not only expensive in themselves, but also damage an owner's reputation.
The ability to weather storms is heavily dependent on the condition of an airship, the condition of the airship will also affect the craft's performance when covering long distances. With early Zeppelin types the player should also be wary of attempting Atlantic crossings. These trips could well constitute a suicide mission for the unfortunate crew! Should a flight take longer than a week, the continuation of the flight will be made during the next round of play.

5.3 Negotiations

When at least one player has registered for negotiations in a particular city, these can take place in one of two ways.:

Simultaneous Negotiation
The player and his competitor (the computer, or player 2, if also registered) haggle simultaneously with the customer. The player controls his bids using the mouse via the <up> and <down> buttons on the negotiation screen, the value of the bid is given in the box above the player's airship-indicator. As the airship is moved up or down, so the value of the bid changes accordingly. (Keyboard controls: Right+Shift / Right+Ctrl) In the case of a one player game, the computer plays the competitor bidding against the player.

The customer's (airline company, government, army etc.) desired price is displayed as a rising/falling bar in the centre of the screen. The customer obviously tries to keep the price as low as possible and the player has to approach his price, whilst keeping an eye on his rival bidder. The goal is to win the contract at a decent price, i.e. one where you can actually make a profit - be aware of your own per-Zeppelin production costs! Just to keep the negotiations lively, there is also a time limit, represented by a moving bar at the top of the screen. The time limit will elapse even if neither of the competitors is successful in his bid.

Closed Bids
Each player is required to submit his tender for the supply of his Zeppelin(s) in a sealed envelope. The <up> and <down> buttons adjust the bid. Clicking on the <seal> button completes the tendering process. In a two player game, each player must go through the same procedure. This is perhaps a good time for one of the players to make a cup of coffee, or a rapid trip to the local beer purveyor, in order to maintain the true spirit of the sealed bid system. Or, less pro-actively, the second player can turn away from the screen.
The lowest tender wins the contract. The negotiated price will be paid on delivery of the Zeppelin.

5.4 Honours

It is naturally a great honour for any airship pioneer and owner to be decorated by city dignitaries or by the Kaiser even, for his services to air travel and the Fatherland. The Honours screen displays the player's dress uniform complete with any awards earned.

5.5 Altitude and Speed Records

From time to time, airship contests take place and the player will be invited to take part. These Altitude and Distance competitions give the player the chance to break the latest records and to earn himself a place in history and gain all important honours for his achievements.

Competing in Competition Events

Record attempts are carried out from the airship cockpit. The competition screen consists of three windows, to the sides are two views of the landscape and in the middle are the two competing airships. The left hand airship belongs to a competitor, on the right is the player's. Altitude, airspeed etc. is read off from the on-board instruments. The instruments are as follows:

Altimeter
This displays the player's Zeppelin's altitude in metres.

Elevators
The elevator control governs the pitch of the airship and therefore whether the craft rises or sinks. This control takes the form of the large lever on the instrument console, click on the upper part of the lever's travel to increase pitch and therefore climb, on the lower part to decrease pitch and cause the airship to descend with the lever in the middle position the airship maintains level flight. For any of the above control movements to come into effect, the airship will need to be travelling at an appropriate speed.

Airspeed Indicator
This instrument, in the centre of the console, gives airspeed in kilometres per hour. If a player exceeds the current record, this will be notified in the status window above.

Engine 1, Engine 2
On either side of the control console are the two engine rev counters. Next to these are the throttle slide controls which are moved up or down by clicking the left mouse button. Moving the slide upwards increases engine speed, down reduces the speed. This activity, naturally translates to increase speed and/or climb rate of the airship. Care should be taken not to overheat the engines by operating for too long in the critical red zone, this can cause damage to the engines or even total failure.

Pressure Indicator
This instrument gives the current inside pressure of the balloon envelope. This can increase as altitude is gained as a result of the external ambient air pressure dropping. Especially earlier Zeppelin types are susceptible to damage through pressure increases, should the pressure rise into the coloured zone then the airship may become unsafe. It may then be only a parachute that will get you safely back on terra firma!

Engine Status Indicator
To the top left of the control console is the general engine status indicator, this gives the player at-a-glance information on the engines' condition.

Comparative Altimeter
To the top right of the control console is an instrument which gives the player's own altitude in direct comparison with his competitor's. This takes the form of two rising or dropping bars.

Finishing a Contest
Pressure failure of the airship's hull and escape by parachute ends the competition, otherwise, at any time through pressing the ENTER key, the competition can be finished, although this represents an aborted record attempt. A contest is won when the player succeeds in beating the current record.

5.6 The Newspaper

Every year, in the first week in January, a special year's overview edition of the newspaper appears. This edition lists the year's greatest historical events from the world of politics, sport and airship travel etc. Also there are mentions of new world records and accidents where the player may have been involved.

5.7 History Mode

With the history mode turned on, the player receives important historical announcements via the ticker tape on the main screen.

A short extract:
…
2nd January 1902 Thousandth test glide by the Wright Brothers
…
18th April 1906 Massive earthquake destroys San Francisco
…
20th May 1927 Charles Lindbergh makes first solo Atlantic flight
7th May 1937 "Hindenburg" explodes on landing approach at Lakehurst

5.8 Debt

If possible, the player should avoid high levels of debt. Otherwise a receiver will be appointed as a result of your creditors' concerns. All your routes will be closed and probably virtually all your possessions (shares etc.) will be sold off at below real market value to make good your debts.

5.9 Keyboard Operation

Please note! The mouse arrow should not be over any on-screen button when a keyboard stroke is made, otherwise an unwished-for action may be carried out!

Move the mouse arrow via the cursor keys (Mouse driver must still be installed) Click to action choice with the ENTER key.

Main Screen

F1 Production
F2 Airship
F3 Fly
F4 City
F5 Finances
F6 Scheduled Flights
F7 Player Information
The same key returns the player back to the previous screen.

6. Load/Save Option

From time to time you should save your game. If you are about to dare a risky journey it's definitely recommended to save the current game. Just hit the ESC key on your keyboard and a small utility menu will appear. Select SAVE GAME and the desired menu will appear. Now select an empty slot and click on it and enter the name that you like to give your current game. Press RETURN to leave the Save Menu.

Loading a certain game is as easy. Choose Load Game from the utility menu and click on the slot with the game you wish to load.

7. The Evaluation Screen

Upon finishing a game or play session you receive an assessment of your capabilities from the program. This takes the form of a percentage score which gives you an indication of how much better you have to do to reach all the game's objectives. This evaluation takes various aspects of your gameplay into account: your commercial performance and reputation, competition results, successful long distance flights and even your performance with Rosanne Brixton - all counts to your general success.

8. General Strategy Tips

In order to assist the player in getting into the game and perhaps helping him or her to avoid some frustrating experiences, here are a few tips worth noting. Maybe even the most hardened strategy-freaks should take a quick scan through this chapter.

Don't risk any intercontinental flying capers right at the beginning of the game. It's much more prudent to hang on until you've developed rather more reliable technology, the losses that you will doubtless incur simply make it not worth while. Remember that every accident that you have, will start the gossip going round and damage your reputation.

In the first years it really doesn't make sense to open up scheduled routes. The early airship types with their lack of speed and low carrying capacity barely bring in enough cash to make routes viable. When you do set up scheduled routes, make sure that they are well balanced to earn money. Experiment with different levels of management and pricing structures. A well sorted route with few airships can be much more lucrative than an airship armada with huge running costs.

The Stock Exchange can be dodgy territory and you should exercise some caution when selling your shares on the open market, pay close attention to the rates - it can be pretty annoying to see your share price soar just after you've sold off a big chunk of the company. There's a crude rule for dealing in other company shares: When the rate dips - BUY. When prices dip further - BUY MORE. At some point the shares will reach rock bottom and can only climb again. There's great pleasure to be had in selling again in the future at a good profit.

Zeppelin building is a pretty tricky business. If you manage to secure a meaty supply contract, think about taking on some extra workers on a short term basis to bring down the Zeppelin build-time and get the payment in that much faster.
Freight contracts deserve some consideration before being accepted. What looks like an easily fulfilled delivery date, can go right out of the window if the weather plays up.

Take care with your pricing on your scheduled flights! Hefty prices can easily lead to your Zeppelins trogging round the world empty of freight and passengers. It takes experience to develop an understanding of how prices and distances hang together.

Take storm warnings seriously! Bad decisions cost lives, which are not a dood advert for your business. Your reputation and your share price can get rather shaky. If in doubt, turning back is always safer than circumnavigating the storm.

Always be cautious in your negotiations to supply Zeppelins. Don't let the heat of the deal have you signing away your airships at rock bottom prices! Always be aware of your own costs.

The makers of this program wish you good business at all times. May the spirits of the skies be with you.

Legends

Name that face: Player name entry screen
Champagne corks pop: The new ship is christened
History in the making: The main game screen
Work in progress: The production screen
Unleaded? Time to fuel the airship
Advertising space to let: Money for nothing
One stop touch and tune up: The repair dock
Your poster: Where next?
City panorama: London in perfect flying weather
Nice work if you can get it: A freight contract
Money makes the world go around: The finances screen
The balance sheet: Does it add up?
Your oyster: The scheduled routes screen
Riders on the storm: Zeppelin braves the weather
Stormy weather: Shut your eyes and go for it?
How much is that Zeppelin in the window? Negotiate!
Your first gong: The beginning of a collection?
Up, up, and away: A flight competition
It's good news time: The newspaper screen
I read the news today, oh boy: Another black hole?
Strike up the band: A new Zeppelin type is ready
Save early, save often: The Save Menu
Heartache: If I could only find words